

## ARTICLE 15

### BUILDING BULK

;SECTION 15-1. **Floor Area Ratio.** Except as otherwise provided in this Article, the ratio which the gross floor area of all structures on a lot exclusive of floor area required to meet the off-street parking requirements of this code bears to the area of the lot shall not exceed the maximum floor area ratio specified in this code. In calculating the area of the lot for the purpose of this section, the following parts of the lot shall be excluded: (a) every part required by any other structure or use to comply with any requirement of this code, and (b) every part the ownership of which is transferred subsequent to the effective date of this code if such part is required for compliance with the provisions of this code applicable to the lot from which such transfer is made. (Illustrated in Appendix 2)

(;As amended on April 27, 1990)

SECTION 15-2. Repealed on September 27, 1973.

SECTION 15-3. Repealed on July 7, 1977.

;SECTION 15-4. **Increase in Floor Area Ratio for Large Lots in H-5 Districts.**

- (a) The maximum floor area ratio specified in Table B of Section 13-1 shall be increased by 1.0 in the case of a lot in an H-5 district containing twelve thousand or more, but less than twenty thousand, square feet.
- (b) The maximum floor area ratio specified in Table B of Section 13-1 shall be increased by 2.0 in the case of a lot in an H-5 district containing twenty thousand square feet or more.

(;As amended on July 7, 1977)

SECTION 15-5. Repealed on July 7, 1977.

SECTION 15-6. **Special Floor Area Ratio Provisions for Regulated Projects.** In the case of a lot in a B-8 or a B-10 district constituting part of a project under Chapter 121, or Chapter 121A, of the General Laws for the development or redevelopment of five or more acres of land, the floor area ratio may exceed the maximum floor area ratio specified in Table B of Section 13-1; provided that if so much of the district as constitutes part of such project is taken as one lot, the floor area ratio does not exceed such maximum.

